GAMES TO DND: STARDEW VALLEY

The Valley calls to you again.

"Stardew Valley Splash art"

ConcernedApe

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"If you wish to follow the journey beyond these pages, seek me in the distant realms...until we meet again my stars ^^" 11
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NEW RACE : JUNIMOS

JUNIMOS ARE TINY FEY SPIRITS BOUND TO PLACES OF natural abundance, old groves, tended fields, overgrown ruins where wildflowers have reclaimed the stone. They are not born so much as they arrive, drawn into being by places that feel cared for. Scholars debate whether Junimos created the concept of harvest or simply embody it. The Junimos themselves find this question deeply uninteresting. There is always something to tend.

A Junimo who leaves their grove does so with great purpose pulled by something they cannot name but refuse to ignore. They are curious, generous, and deceptively perceptive. What they lack in physical stature they compensate for with magical intuition and a talent for being exactly where no one thought to look.

Appearance

Junimos stand roughly 2 feet tall and are almost perfectly spherical in shape with a round body on stubby legs, with tiny arms and wide luminous eyes. A small leaf or sprout grows from the top of their head, which they regard as a matter of some personal pride. Their skin is smooth and slightly luminescent, glowing faintly in dim light.

Junimo coloration varies widely and carries no mechanical significance it is purely a matter of individual identity.

JUNIMOS TRAITS

Junimo share certain racial traits as a result of their fey nature.

ABILITY SCORE INCREASE

Your Intelligence score increases by 2, and your Charisma score increases by 1.

AGE

Junimos do not age in any conventional sense. They appear fully formed and remain unchanged for as long as they exist. Whether they can die of old age is unknown; no Junimo has ever stayed in one place long enough to find out.

SIZE

Tiny. You stand roughly 2 feet tall and weigh between 8 and 15 pounds. As a Tiny creature, your carrying capacity is halved, and you can occupy the space of a Medium or smaller creature. Your equipment must be sized for a Tiny creature.

SPEED

Your base walking speed is 25 feet.

DARKVISION

Thanks to your nature heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

NATURAL RESISTANCE

You have resistance to necrotic damage.

VALLEY LEGACY

You know the guidance cantrip. When you reach 3rd level, you can cast the goodberry spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the lesser restoration spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

TINY SQUEEZE

You may pass though into any gap no smaller than 1 inch as if it where difficult terrain.

LANGUAGES

You can speak, read, and write Common and Sylvan.

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This art "I drew junimos" was found on r/StardewValley by u/wickedreasoning

NEW SUBCLASS:

CIRCLE OF THE VALLEY – DRUID

An odd voice calls to certain druids, either by proximity or chance they are called to the valley. Druids that come to the valley are asked to protect it to prosper it so they did. After under going to connect to the Junimos they seem to be guided by the valley itself. Whatever the call to action may be the Druid circle know as Circle of the Valley will be the first any outside invader will need to deal with.

STRENGTH OF THE VALLEY

At 2nd level, To be in the front lines of the valley one must be ready fight. When you cast Shillelagh, you can cause a Shield made of hard wood to grow into your free hand if you have one (no action required to don it), and it vanishes when the spell ends. You can't be forced to drop the affected weapon or Shield unless you have the Incapacitated condition. Additionally, for the duration of the spell, you ignore Somatic components of your Druid spells, and the weapon enhanced by the spell becomes a Druidic Focus for you.

You also gain the Shillelagh cantrip.

CINDERSAP FOREST SECRETS

At 2nd level, A large exterior regional forest found in the southwest part of Stardew Valley, it opens it's secrets to you. you can regain some of your magical energy by sitting in meditation and communing with the Valley. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

PELICAN TOWN ADVANTAGE

At 6th level, located in the center of Stardew Valley. Pelican Town is where most of it's towns people live, work, and socialize. To be the key defender of protection they valley and it's people cheer for you. Your hit point maximum increases by 12 and increases by 2 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of hard wood. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. (You still can benefit from your Hard wood Shield)

THE BEACH'S MOTIONS

Starting at 10th level, the spirit of the valley persist to you. When attacking with your empowered Shillelagh weapon rolling a 15-20 you may attack again as the oceans currents gives your wepon motion to keep flowing, you may benefit from this feature a number of times equal to your wisdom modifier per turn.

THE MOUNTAINS MIGHT

Starting at 14th level, the spirit of the Valley comes to your aid in both subtle and grand ways. Whenever you cast Shillelagh you may expend a use of your wild shape feature to empowered your weapon strikes with elemental energy. This elemental energy last until the spells ends.

While the energy is in effect, attacks you make with this weapon deal extra damage equal to 1d10+2 of the type determined by the chosen energy. A weapon can be swapped from its active energy type (no action required). Select one of the following Energy types to pick from when you do and when you first use this feature.

Summer: Fire / Winter: Cold / Spring: Acid / Fall: Necrotic

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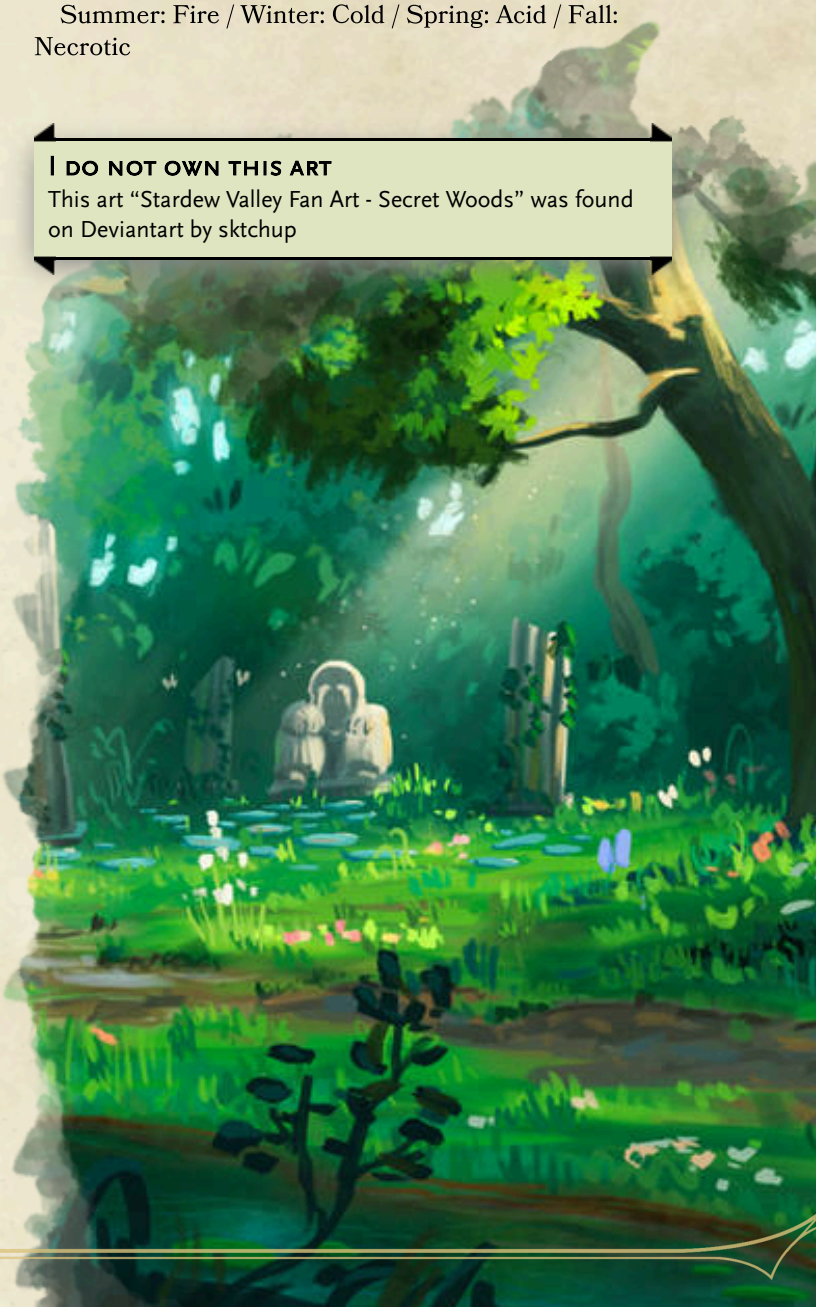

Challenger – Fighter

"I was born an ordinary boy, but I made a decision early in life that I would become extraordinary." — Mr. Qi

To be extraordinary one must learn to overcome challenges, either to be gifted such by the great old ones of the valley, or even the mysteries Qi. However you where challenged you decide that you were not going to let it slip by, you'd instead grab with all your will. So you became the challenger one who is willing to go the extra mile till completion, one that wont stop till it's done. Either out of spite or desire.

Let's Play A Game

Beginning when you choose this archetype at 3rd level, As a bonus action, you may leap vertically or horizontally a number of feet into the air equal to the double the larger value of your strength or dexterity ability score. You may use this feature 3 times, regaining those uses on a long rest.

Qi's Hungry Challenge

Starting at 7th level, Your body has adapted to the harsh demands of challenges in the most rough environment. You can go twice as long without needing food or water and you can use your reaction when you fall to reduce any falling damage or damage caused by any form of trap you take by an amount equal to five times your fighter level.

Danger In The Deep

At 10th level, Your body seems to be more adaptive the deeper you are in battle, You may add your strength modifier to your initiative rolls and AC. Lastly When you use your "Let's Play A Game" and leap towards a creature you gain temporary hit points equal to 2 times your fighter level.

Skull Cavern Invasion

Starting at 15th level, You feel the most alive when upfront. If you are ever first in initiative order all your attacks deal an extra 1d12 bonus damage, gain +3 AC and if you reduce a creatures hit points to 0 in the first round of combat regain an expended action surge use.

Precious Stone

At 18th level, As your reward of completion you are gifted a Prismatic Shard; this Stone fuels your will to complete what is asked of you. Whenever you reduce a creature to 0 hit points regain a number temporary hit points equal to 2 times your fighter level, half your speed of movement, and gain an additional action which can only be used to take the attack action.

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This art "Mr.Qi" was found on Artstation by Pipsa Lähdemäki

The Joja Corporation – Warlock

The Joja Corporation is more than business, it is a commercial entity that stretches across planes, dimensions and realities alike. Joja offers convenience, comfort, and power all for a simple price.

your patron grants you access to the Joja Catalog, an extradimensional storefront filled with useful products, and convent items for on the go, Whether you serve willingly or simply accepted the membership benefits one thing is certain, You are now a valued customer.

Expanded Spell List

The joja Corporation lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	unseen servant, distort value
2nd	borrowed knowledge, enhance ability
3rd	tiny servant, glyph of warding
4th	fabricate, leomund's secret chest
5th	skill empowerment, creation

Joja Credits

Starting at 1st level, you gain a pool of Joja Credits representing your patrons 'generosity'. You gain a number of credits equal to your Proficiency Bonus + your charisma Bonus, regaining all expended credits upon finishing a long rest.

As an Action, you may magically open a glowing blue storefront. You may spend any number of Joja credits to instantly purchase items from the catalog. Purchased items are used instantly. (No action required)

Joja Catalog can be found on the next page.

Premium Member

Starting at 6th level, Joja rewards loyal customers. Whenever you finish a short rest recover one expended Joja credit and gain temporary hit points equal to your warlock level.

Corporate Sponsorship

Starting at 10th level, Joja begins actively investing in your success. After spending any number of Joja Credits roll a d10 on a 10 you are refunded the expended Joja credits. at 14th level the range is increased to 9-10 to be refunded.

Valued Asset

Starting at 14th level, Joja sees you as a valuable asset refusing to let you go on your own terms. When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you gain Temporary Hit Points equal to half your Hit Point maximum. If any of these Temporary Hit Points remain after 1 minute, they vanish.

Once you use this feature, you can't use it again until you finish a Long Rest.

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Item names and Prices	Effect
Joja Cola (1jc)	Regain 1d6 + your Charisma modifier worth of hit points.
Valley Gift (1jc)	Cast Druidcraft as if it were a warlock spell and at your level.
Joja Mail (1jc)	Cast Message as if it were a warlock spell and at your level.
Joja Manuel (1jc)	Cast Guidance as if it were a warlock spell and at your level.
Brute Brew (1jc)	Drinking this brownish broth fills your sinews with ogreish power. For the next hour, you gain a +3 bonus to Strength (Athletics) checks.
Detective's Tonic (1jc)	This subtle bourbon-flavored potion burns when consumed. For the next hour, you gain a +3 bonus to Intelligence (Investigation) checks.
Microwave Dinner (1jc)	Regain your 2 times your warlock level worth of temporary hit points.
Displacement Field (1jc)	Drinking this silvery, glittering potion causes you to shimmer and flicker, making you appear to be standing next to your actual location. Until the start of your next turn, all attacks against you are made with disadvantage.
Liquid Lockpick (1jc)	Although frowned upon in many villages, this useful potion is still sought after by many islanders for both wholesome and nefarious reasons. You can pour the potion into a lock, loosening the mechanism inside and decreasing the DC to pick it by 1d4. Once a lock's DC is reduced by this potion, its DC can't be reduced by another liquid lockpick potion. The effects of this potion last for 1 hour.
Potion of Soft Steps (1jc)	When you drink this frothy brew, you float an inch off the ground and walk on a cushion of air. For the next 10 minutes, you gain a +2 bonus to Dexterity (Stealth) checks, and you leave no discernible tracks.
Joja Cola + (2jc)	Regain 2d6 + 2 + your Charisma modifier worth of hit points.
Joja Branded Animal Feed (2jc)	Cast Animal Friendship at the 1st level as if it were a warlock spell, without expending a spell slot.
Good luck Charm (2jc)	Cast Bless at the 1st level as if it were a warlock spell, without expending a spell slot.
Joja Branded Berries (2jc)	Cast Goodberry at the 1st level as if it were a warlock spell, without expending a spell slot.
Energy Drink (2jc)	Gain +10 movement speed for the next hour.
Corporate Coffee (2jc)	Gain advantage on initiative rolls for the next hour.
Discount Smoke Bomb (2jc)	Cast Fog Cloud at your current location without expending a spell slot.
Battery Pack (2jc)	Recharge one magic item charge.
Energy Capsule (2jc)	Gain an additional action for the next minute. This action can only be used to Dash, Doge, or Disengage.
Joja Firecracker (2jc)	Throw at a point that you can see within 30 feet, Creatures within 10 feet of the point must make a Dexterity saving throw against your spell save DC or take 3d6 fire damage. Half as much on a success.
Joja Cola ++ (3jc)	Regain 3d6 + 4 + your Charisma modifier worth of hit points.
Joja Extreme Cola (3jc)	Cast Blur at the 2nd level as if it were a warlock spell, without expending a spell slot.
Night Vision Glasses (3jc)	Cast Darkvision at the 2nd level as if it were a warlock spell, without expending a spell slot.
Joja's Blistering Hot Sauce (3jc)	Cast Dragon's Breath at the 2nd level as if it were a warlock spell, without expending a spell slot.
Nutrient Slurry (3jc)	End a condition affecting you or remove one level of exhaustion.
Premium Fertilizer (3jc)	Cast speak with plants at your current location without expending a spell slot.
Joja Membership (3jc)	For the next 10 minutes you gain advantage on all charisma checks.
Potion of Flying (3jc)	When you drink this potion, you gain a Fly Speed equal to your Speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.
Potion of Invisibility (3jc)	This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.
Potion of Vitality (3jc)	When you drink this potion, it removes any Exhaustion levels you have and ends the Poisoned condition on you. For the next 24 hours, you regain the maximum number of Hit Points for any Hit Point Die you spend.

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New Feats

Desperado

Attacks like yours doesn't just come naturally. Whenever you score a critical hit you may roll an additional d20 and add the result to the total damage.

Gatherer

You seem to always be able to get what you need from a harvest, you gain the following benefits.

Increase your wisdom score by 1 to a max of 20

Whenever you are gathering or harvesting supplies you gain double of the original amount.

Brute

Your attacks carry a form of weight to them. Whenever you deal damage with a melee weapon deal an additional 3 damage.

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New Items

Sturdy Ring

Ring, common

This blue gemmed ring seems to be able to absorb negative effects. When you are subjugated into making a roll that would result in you suffering a negative condition gain a + 1 to the roll.

Warrior Ring

Ring of Yoba

Ring, rare

This all golden ring which seems to have some kind of wings on it fills you with positive energy. After you are damaged by any means roll a d20 on 1-20 you become immune to all damage till the start of your turn, if you are at or below half your hit point maximum the range for this item increases to 19-20 and lastly if you are at a quarter of health then it becomes 18-20.

Thorns Ring

Ring, rare

This spiked golden ring which carries bones imbedded into it craves that of violence. Whenever you are damaged by a creature that's within 5 feet of you, the creature takes same amount of damage back. (After resistances and such have been calculated)

Iridium Band

Ring, very rare

A purple ring forged out of pure iridium containing the essence of the Solar and Void. You may emit bright light within 5 feet of you with an additional 5 feet of dim light beyond that at will, you may have objects that weigh no more than 5lbs that are within 10 feet float to your hand (No action required), and lastly increase any damage you deal by +2.

Glowstone Ring

Ring, rare

This Silver ring infused with essence of light glows brightly. While wearing this ring you may emanate a 10 foot radius light that has an additional 10 feet of dim light, Objects that weigh no more than 5lbs within the bright light start to slowly move towards your ringed hand. You may turn off this light at will.

Lucky Ring

Ring, legendary

Either by chance or fate this ring found its way to you, its a pure golden ring with a crescent moon on the top of it. Whenever you roll a die you may expend a charge from this ring to then roll an additional d4. You may add the result of the d4 to the result of the original die, the addition cannot exceed the dies maximum amount. After adding it together you treat the result as if you

Soul Sapper Ring

nearby. Whenever you reduce a creatures hit points to 0 regain a number of temporary hit points equal to your character level till the start of your next turn.

Protection Ring

Ring, rare

An all white ring that somehow always stays pristinely clean. This ring shimmers whenever effects of defense arises. Whenever you are granted a defensive ability the effect lingers for one round longer.

Phoenix Ring

Ring, legendary (requires attunement by a Rolling a Nat 20 on a death save.)

Found in ashes of a fallen this phoenix shaped ring has a warm feeling to it. Whenever you are reduced to hit points but not outright killed this ring consumes its charge to automatically restore half of your hit point maximum as healing.

This Charge is then restored after a long re.

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This art "A BREAKDOWN OF ALL RINGS IN STARDEW VALLEY! | Stardew Valley Tips" was on youtube by Fuzzireno

Amethyst Ring

Ring, very rare

This copper ring with shimmering Amethyst embedded on top seems to empower your ability to move others. When you successfully push a creature you may push them an extra 10 feet

Topaz Ring

Ring, common

This copper ring with shimmering Topaz embedded on top seems to empower your ability to take damage.

Aquamarine Ring

Jade Ring

Ring, common

This copper ring with shimmering Jade embedded on top seems to empower your ability to cleave. Increase your critical damage by an additional damage die of your weapons die type.

Emerald Ring

Ring, uncommon

This copper ring with shimmering Emerald embedded on top seems to empower your ability to strike with your weapon. After striking a creature and the creature is bloodied you may make an additional attack as part of the same action.

Ruby Ring

Ring, rare

This copper ring with shimmering Ruby embedded on top seems to empower your ability to cripple. Increase the base damage you deal by +1

Crabshell Ring

Ring, very rare

This stone ring with a rock crab symbol embedded on top seems to empower your ability to take damage. Reduce any damage you take by 5 to minimum of 1.

Savage Ring

Ring, rare

This bone colored ring with a skull embedded into it seems to have its eyes glow when death has passed. Whenever you reduce a creatures hit points to 0 you may move up 10 feet without triggering any opportunity attacks.

Vampire Ring

Ring, very rare

This ash colored ring with a bat embedded into it seems to have its eyes glow red when death has passed. Whenever you reduce a creatures hit points to 0 you are healed for 5 hit points.

Napalm Ring

Ring, legendary (requires attunement by a reduce a creature's hit points to 0 with an explosion)

This orange ring that seems to carry lava in it with an

Burglar's Ring

Ring, very rare

This silvered ring with a jade on top of only glows when the time comes for wealth to favor you. When asked to make a roll to determine any amount of money you may receive you may add an additional amount to the result equal to your highest modifier.

Slime Charmer Ring

Ring, rare

This transparent ring with a ball of slime on top of it jiggles with every step you take. You are immune to any damage caused by ooze like creatures.

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THATS ALL I HAVE FOR NOW! I HOPE YOU ENJOYED READING AND LOOKING THINGS OFF AS MUCH AS I DID MAKING THIS

"IF YOU WISH TO FOLLOW THE JOURNEY BEYOND THESE PAGES, SEEK ME IN THE DISTANT REALMS...UNTIL WE MEET AGAIN MY STARS ^^"

"INSTAGRAM" "TWITCH" "YOUTUBE" "REDDIT"

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